DARK HORSE COMICS
DIVISION 13
2
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COMICS GREATEST WORLD
DIVISION 13
GIFFEN • ALEXANDER • SELLERS

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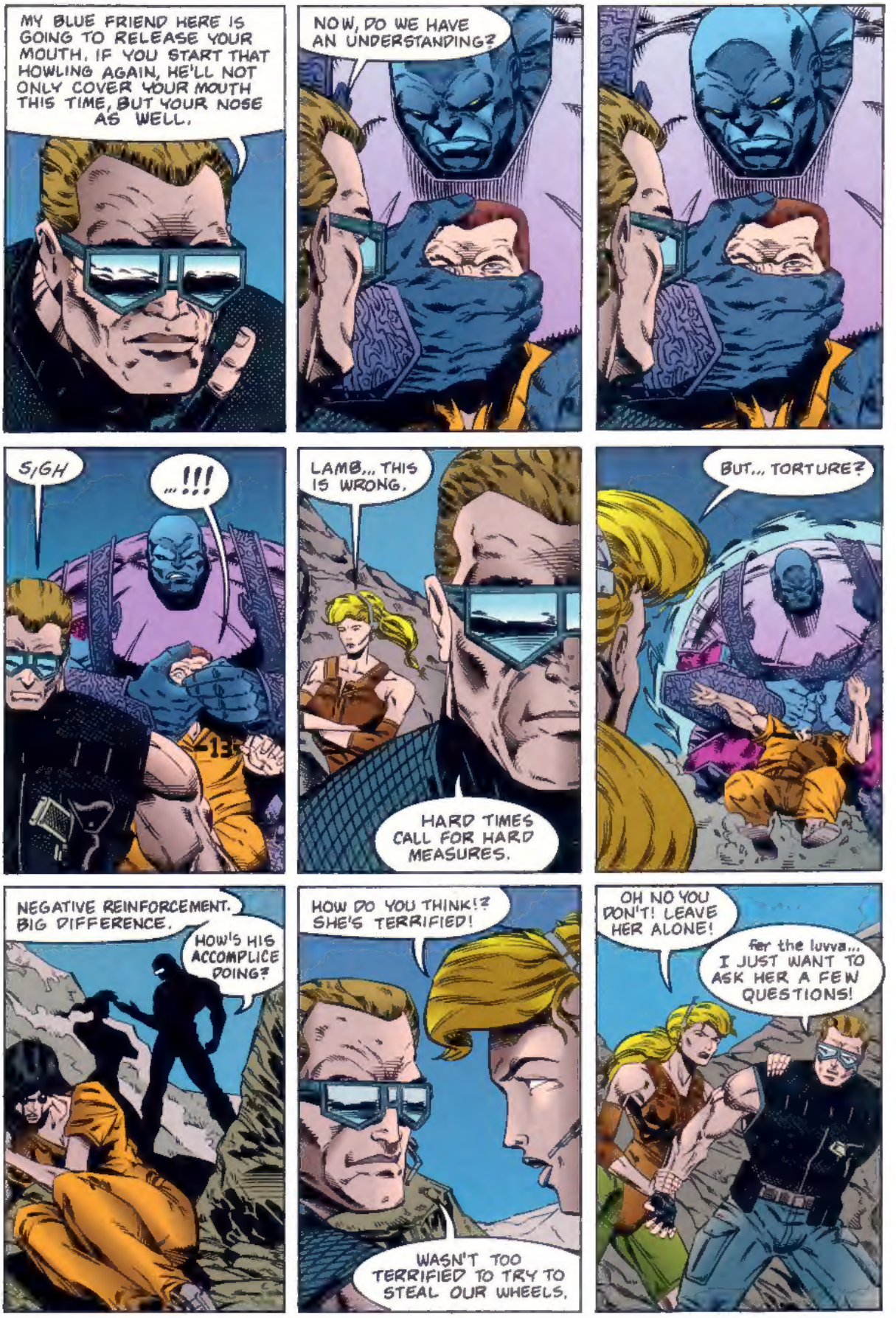
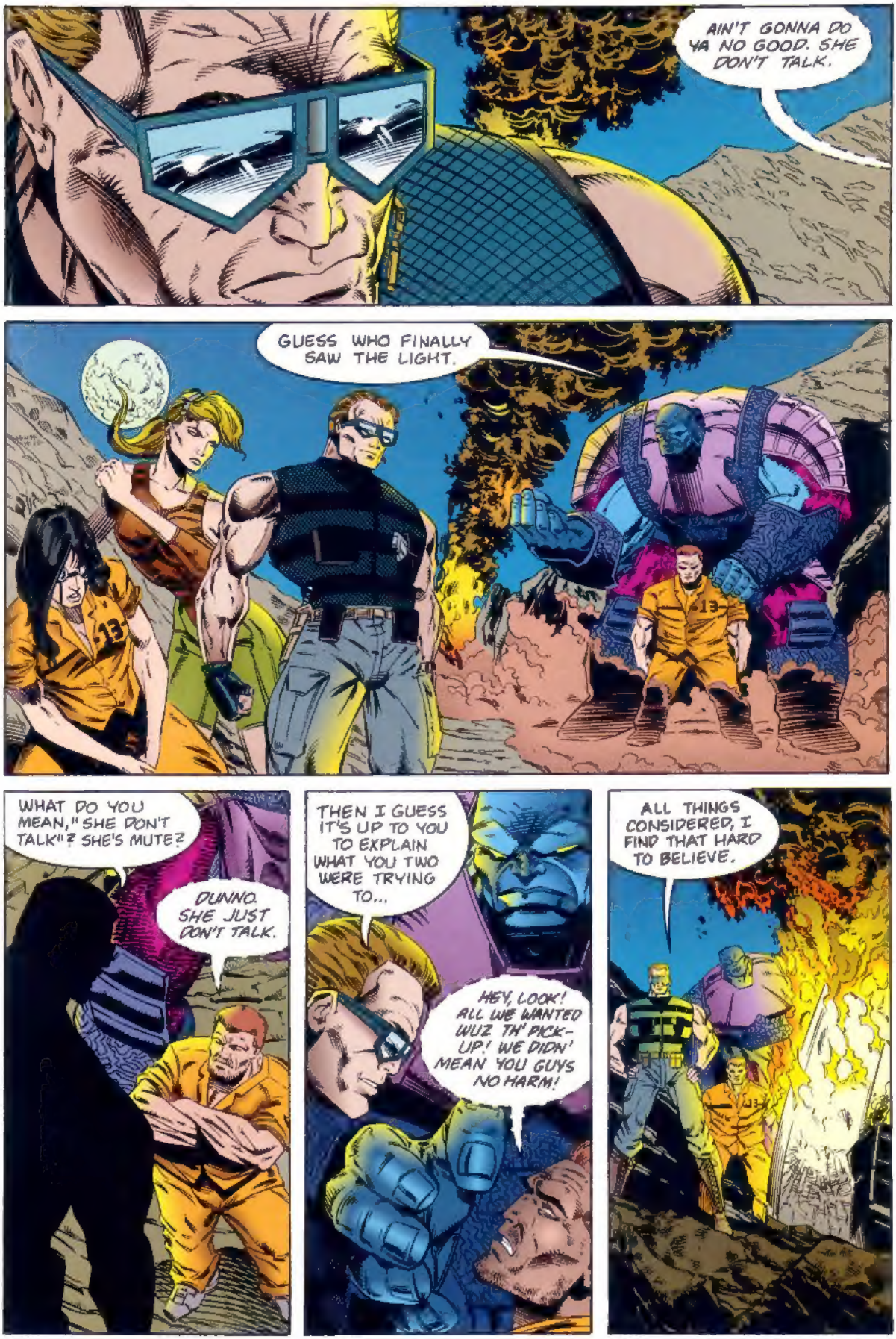

MY BLUE FRIEND HERE IS GOING TO RELEASE YOUR MOUTH. IF YOU START THAT HOWLING AGAIN, HE'LL NOT ONLY COVER YOUR MOUTH THIS TIME, BUT YOUR NOSE AS WELL.
NOW, DO WE HAVE AN UNDERSTANDING?
SIGH
...!!!
LAMB... THIS IS WRONG.
HARD TIMES CALL FOR HARD MEASURES.
BUT... TORTURE?
NEGATIVE REINFORCEMENT. BIG DIFFERENCE.
HOW'S HIS ACCOMPLICE DOING?
HOW DO YOU THINK!? SHE'S TERRIFIED!
WASN'T TOO TERRIFIED TO TRY TO STEAL OUR WHEELS.
OH NO YOU DON'T! LEAVE HER ALONE!
fer the luvva... I JUST WANT TO ASK HER A FEW QUESTIONS!


AIN'T GONNA DO YA NO GOOD. SHE DON'T TALK.
GUESS WHO FINALLY SAW THE LIGHT.
13
WHAT DO YOU MEAN, "SHE DON'T TALK"? SHE'S MUTE?
DUNNO. SHE JUST DON'T TALK.
THEN I GUESS IT'S UP TO YOU TO EXPLAIN WHAT YOU TWO WERE TRYING TO...
HEY, LOOK! ALL WE WANTED WUZ TH' PICK-UP! WE DIDN' MEAN YOU GUYS NO HARM!
ALL THINGS CONSIDERED, I FIND THAT HARD TO BELIEVE.

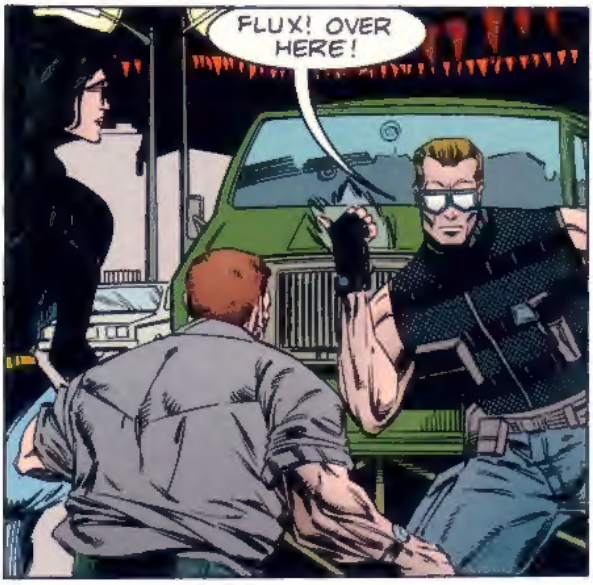
I...I DIDN' MEAN T' DO THAT. GUESS I DON'T KNOW MY LIMITS YET.
SO... NOW WHAT? YOU GONNA TAKE US BACK?
12
SHOW ME WHAT YOU DID.
huh?
THAT ROCK. SHOW ME.
CH-KOW!
SH-REEEEEE
AW-RIGHT!! NO WONDER WE WERE BLOWN OFF THE ROAD! IT'S A BIRD, IT'S A PLANE, IT'S YODEL-MAN!!
VOXX...MY NAME IS VOXX.
THAT'S NOT YOUR NAME. THAT'S THE NAME THEY GAVE YOU.
DON' MATTER. THAT OTHER GUY'S LONG DEAD. VOXX IS ALL WHAT'S LEFT.

AND HER?
DUNNO. SHE NEEDED HELP... I WAS THERE. END STORY. SHE'S KINDA BLIND.
blind.
OKAY. FIRST WE'VE GOT TO GET YOU TWO OUT OF THOSE PRISON GREYS.
wh--huh!?
GONNA HAVE TO SCARE US UP SOME NEW WHEELS.
GOES WITHOUT SAYING...
HEY! WHOA, WHOA!
13
Y'MEAN AFTER WHAT WE DONE, YOU'RE GONNA HELP US!?
IT'S WHAT WE DO.
LET'S MOVE!
13
SO... YOU GUYS GOT NAMES?

"HOW TOUCHING..."
THIS ILL-CONCEIVED LITTLE VENTURE OF LAMB'S COULD PROVE USEFUL TO ME. IF ONLY TO FREE UP MY TIME FOR MORE... "URGENT" MATTERS.
YOU KNOW THAT GUY?
CURIOSITY AND THE CAT, DEAR GIRL. A LESSON WELL HEEDED.
I WANT THEM UNDER CONSTANT SURVEILLANCE, BUT UNDER NO CIRCUMSTANCES INTERFERED WITH.
YESSIR!
OH,,,AND DO BE DISCREET.

CINNABAR FLATS.
Sal's
ITALIAN CUISINE
CLATTER
KLINK KLANK
RRRRRR
RRRRROWWRRR
YOWOWWLLL
POP SNAP KRAK
RR'P
SHWUK
RROWWSHREEK
SCREEEOWWL

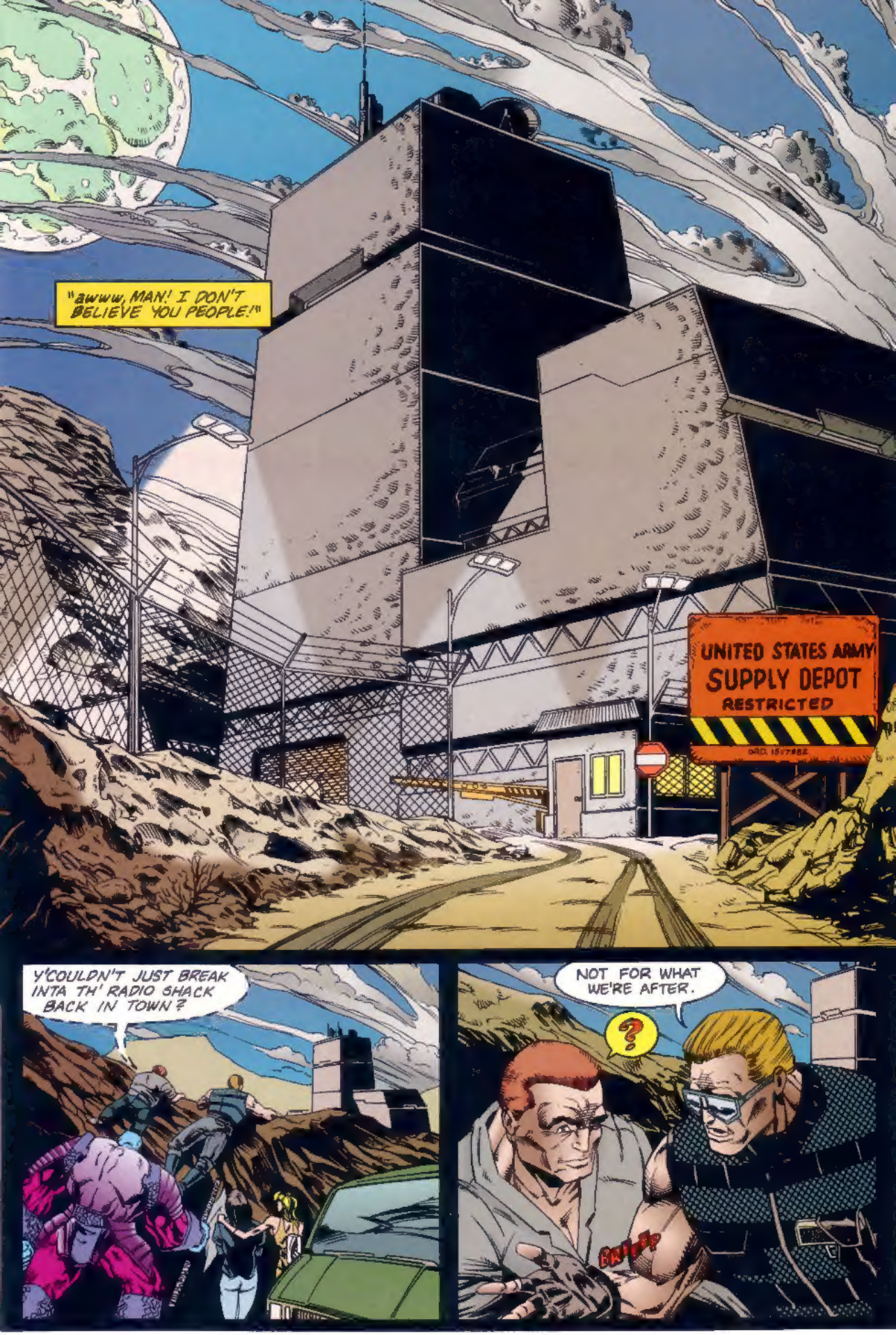
DID YOU HEAR THAT?
HEAR WHAT?
um... NEVER MIND...

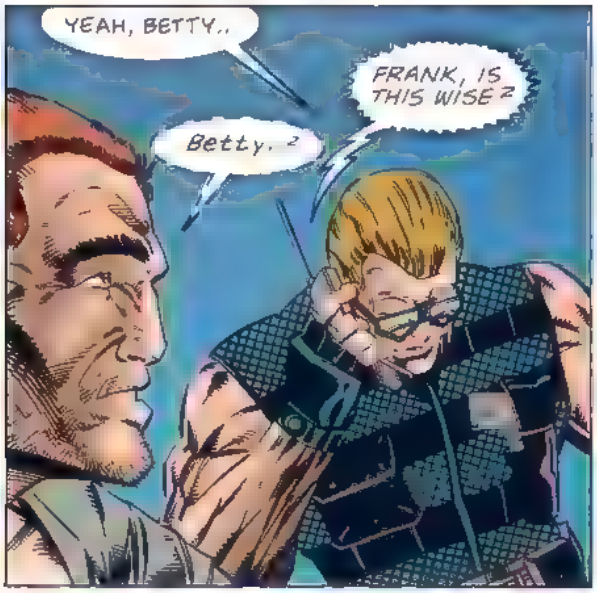

FLUX! OVER HERE!

ahem...
WELL... SHE'S GOOD AT IT!

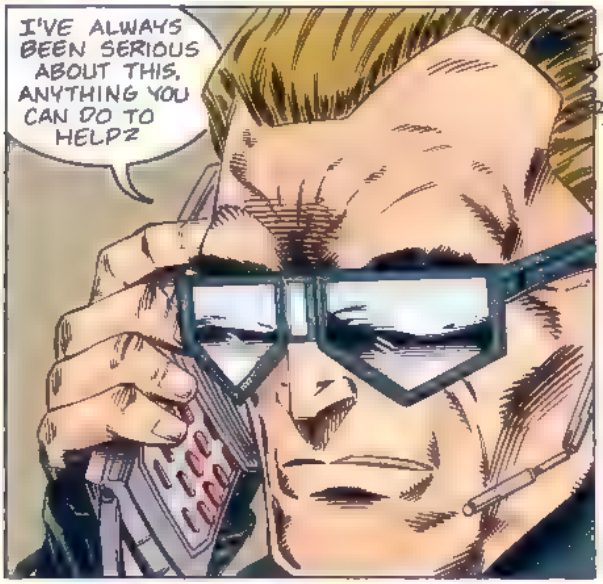
I TAKE IT WE'RE GONNA PUT SOME MILES BETWEEN US 'N' THIS HELLHOLE?
VRRRMM

NOT QUITE.


"awww, MAN! I DON'T BELIEVE YOU PEOPLE!"
UNITED STATES ARMY
SUPPLY DEPOT
RESTRICTED
Y'COULDN'T JUST BREAK INTA TH' RADIO SHACK BACK IN TOWN?
NOT FOR WHAT WE'RE AFTER.
?
BRUUP


YEAH, BETTY..
FRANK, IS THIS WISE?
Betty.?

PROBABLY NOT. BUT WE CAN'T KEEP OPERATING WITH CASTOFFS. WE NEED STATE-OF-THE-ART EQUIPMENT IF WE'RE GOING TO MAKE THIS WORK.
IT SOUNDS LIKE YOU'VE DECIDED TO GET SERIOUS.


I'VE ALWAYS BEEN SERIOUS ABOUT THIS. ANYTHING YOU CAN DO TO HELP?

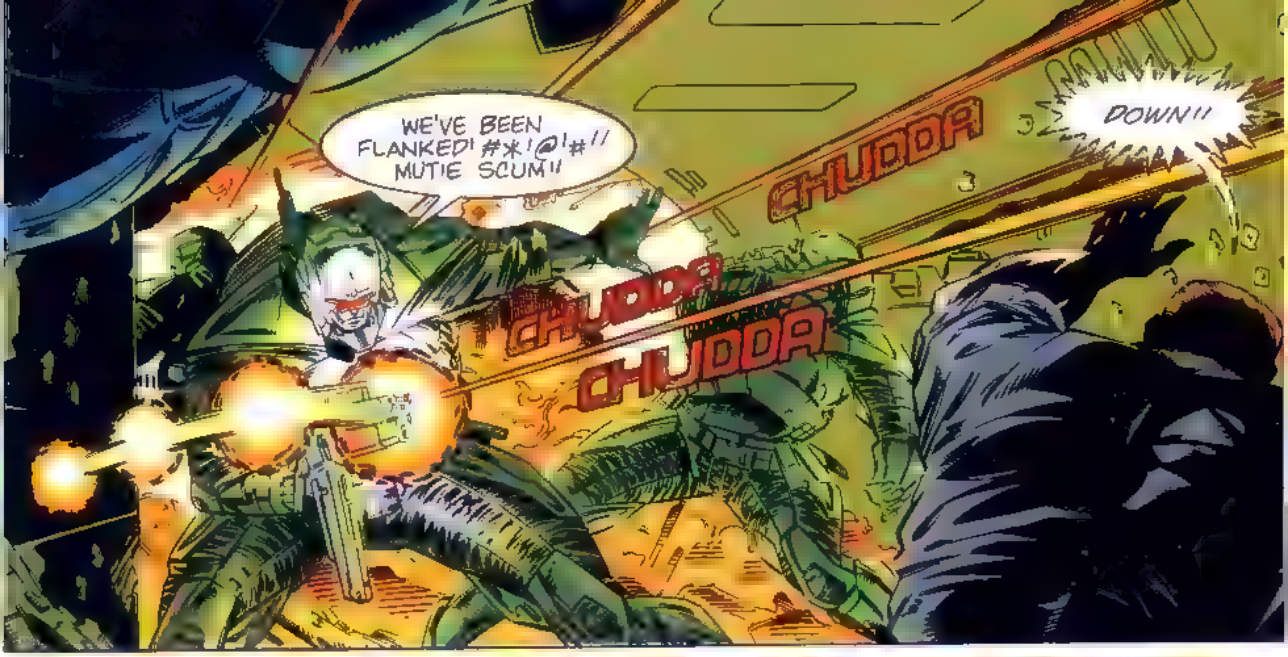
NOT TOO MUCH, I'M AFRAID. SCANNING SWEEPS INDICATE THAT THE INSTALLATION IS MINIMALLY MANNED...
SKELETON CREW. THAT FIGURES, THIS WAS PROBABLY THE NEAREST UNIT THEY COULD BLEED TO REINFORCE DIVISION 13.
ANYTHING ELSE?

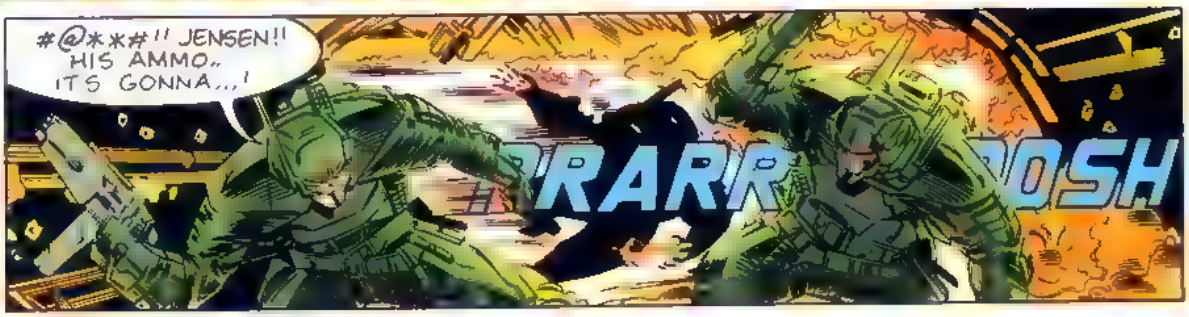
BEST WISHES?
BETTER THAN NOTHING. THANKS, BETTY.

HE GETS A CALL FROM VERONICA NEXT, I'M OUTTA HERE.

NO TRESPASSING
U.S. GOVT
INSTALLATION
CINNABAR FLATS DEPOT
GUARD DOGS
EMPLOYED
DOESN'T THIS LOOK PROMISING..
IT EXPLAINS THE EMPTY SENTRY POSTS. LOOKS LIKE ONE OF OUR "ROGUES" DECIDED TO PAY A VISIT.
FLUX, YOU STAY HERE WITH.
I DON'T THINK SHE WANTS TO BE LEFT BEHIND
NOBODY ASKED ME IF I WANNA
SHUT UP AND STAY ALERT. THIS JUST GOT A LOT RISKIER.

GAH-HH.
I SECOND THE MOTION. THIS PLACE IS GIVIN' ME THE WILLIES. LET'S JUST GET THE STUFF N...
RRR RRAHRR
CHUD CHUD CHUD
AIEEARHH
#*!@##*.
CHUD CHUD CHUD CHUD
MOVE! MOVE! WHAT TH' HELL'S YOUR PROB...!!
DAMN...


WE'VE BEEN FLANKED! #*!@!#!! MUTIE SCUM!!
CHUDDA
CHUDDA
CHUDDA
DOWN!!


#@**#!! JENSEN!! HIS AMMO.. IT'S GONNA..!
RARR
OSH

WHP
HUMPH

Y-YER FAULT... ST-STINKIN' LOU-LOUSY...

NO...
RRRR

OMIGOD.

GRRRR GRARG RRARG GHHH
NO-NO NO NO NO NO
NYAHH...
CHOF CHOF CHOF

RROOSH
RRRRR
RRRR
!?!
YOWOWL
BUY US SOME TIME! WE-ARE-OUT-OF-HERE!!

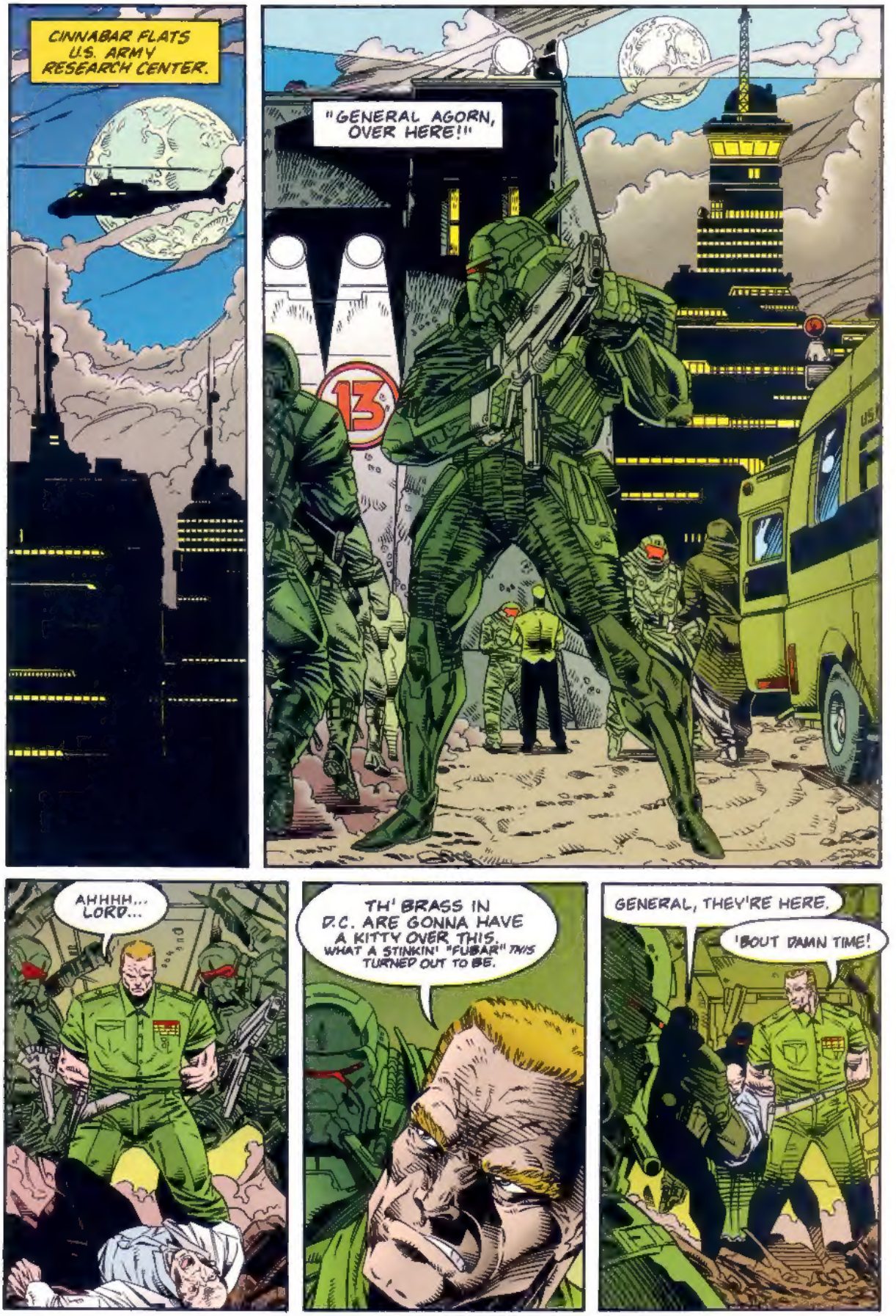
COME ON!
HEY, YER #x@##IN' WELCOME!
TH RUNCH
MAKE THE MOST OF IT PEOPLE! THAT AIN'T GONNA HOLD IT LONG!
KRAAROOSH
TOLD JA
SCATTER! DON'T GIVE IT A CLUSTER-SHOT!
RRARRGH
HAY-ZUS!

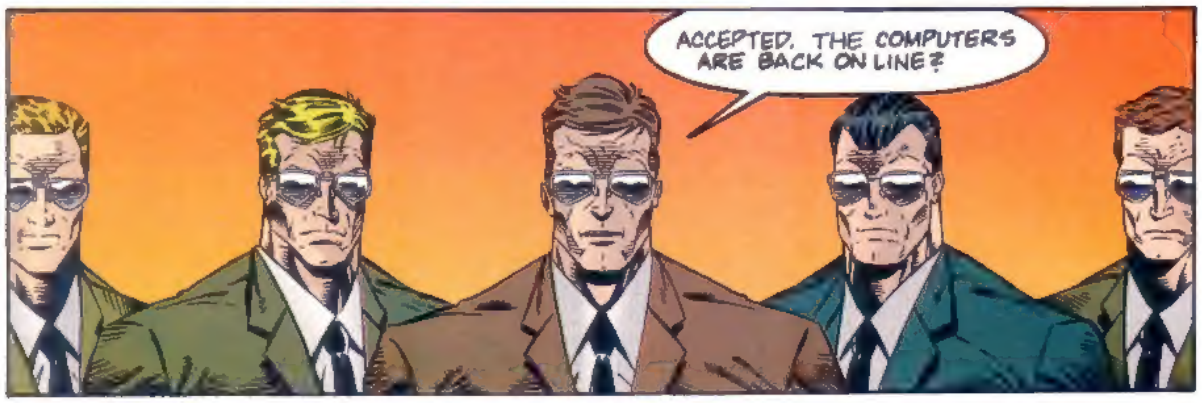
RRR RARGH
OMIGOD!
HHSSS
SKLEE I.T CH
FLUX... NO!!
YOU GOT A DEATH WISH, GIRL?
*#@!! HIDE'S LIKE ARMOR!

FRY ITS **@##ING BRAINS OUT!
YOU GOT IT!
RIREEEYOWLLL
SHRIEEOWLL
NO

NO!!
YOWWOWWLL
OPTIC!
RRRRRR...?
RRRAR...
RRR...
WHHiNNE...
IT'S OK DOO

HEY! DON'T GO GIVIN' ME NO LOOK!
I AIN'T GOT NO IDEA WHAT JUST WENT DOWN HERE.
MORE TO THAT GIRL THAN MEETS THE EYE
HOW...
HOW DID YOU...?
GOOD DOG..
GUESS WE CAN GO GET TH' STUFF NOW.
AWWW... NOW WHAT!? IT WORKED OUT OKAY! Y' EVEN GOT'CHER SELF A PET IN TH' BARGAIN.
YOU DON'T GET IT, DO YOU?
THE VORTEX... ITS ENERGIES ARE STARTING TO AFFECT ANIMALS...
... WHAT IF IT GETS INTO THE ECOSYSTEM?
WHAT IS IT WITH YOU? WHY'RE YOU ALWAYS SO SURE THINGS'RE GONNA GET WORSE!?
YOU FIGURE IT OUT


CINNABAR FLATS U.S. ARMY RESEARCH CENTER.
"GENERAL AGORN, OVER HERE!"
13
AHHHH... LORD...
TH' BRASS IN D.C. ARE GONNA HAVE A KITTY OVER THIS. WHAT A STINKIN' "FUBAR" THIS TURNED OUT TO BE.
GENERAL, THEY'RE HERE.
'BOUT DAMN TIME!



NEXT ISSUE:

PAY-BACK!

SUBDIVISIONS 2

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Wow, what a cool batch of letters! I'll shut my trap and get right to them.

Dear Subdivisions,

I had a choice when it came to buying one of the new "Super-team" books coming out this week. Either I could get Marvel's Chromium-covered, glossy-paged, heavily hyped teenage "super-angst" book *Generation X*, or I could get the non-enhanced, reader-friendly ***Division 13***.

Since you're reading this, I think you know what choice I made. The mutates produced by *CGW*'s Vortex fascinated me from the start, and you can bet I'm gonna just devour a book about the Cellblock 13 escapees!

It was really nice work. I was especially interested by the mysterious group on pages 20-21, plus Optic and Voxx. It's neat how it all fits in so nicely with plot developments in the other books. (I've been a big fan since the original launch, and hope *CGW* stays around for a long time.)

Here are some questions and miscellaneous fanboy comments sure to amuse or disgust you:

1. When can we expect to see what happened to Vapor, Manx, and Charger, the three Block 13 escapees from last summer's miniseries?

2. Another nagging question: When will we find out the deal behind Betty?

3. I'd like to see more on the origins of Adam, Axe Grinder, Flux, and how they first banded together.

4. Can we expect to see King Tiger guest in this title? He's one of my favorites.

5. Congrats to Keith, Mr. Morrissey, and all the rest of the creative team for such a bang-up job!

That's all for now!

Thanks for producing a stand-out book among the glut! Till Betty is revealed to be none other than Betty White, long live ***Division 13***!

Signed,
John Ellis

Dear Keith, Randy, and M:

Let me first remark how great it is to once again read a Keith Giffen title. Ever since his DC departure, comics reading just hasn't been the same.

What's up with *CGW* artists only producing one issue before leaving? First there's ***Barb Wire*** and now ***Division 13***. Alexander Morrissey uniquely combined the cartoony styles of Art Adams and Paris Cullins while creating his own sense of grace. Particularly noticeable was the animation of the lanky Flux. Whose idea was it to have her play with hair while talking to Lamb (pg. 18)? Also, the very human motion of the armored soldiers made their bulk believable. Alas, we'll see what issue 2 brings.

Honestly, I hope the premise of this book will broaden some. Is Lamb's sole self-inflicted duty to rescue every Block 13 inmate? What does he intend to do with them — set up a school teaching them how to integrate with humanity? ***Division 13*** has the ability to be *CGW*'s exploratory title. Above the title is the sub-heading: "Alone Against the World!"- instead of playing Christ and saving everyone else, let's first see these nomads find a niche for themselves.

"Some will sell their dreams for small desire/Or lose the race to rats/Get caught in ticking traps/And start to dream of somewhere/To relax their restless flight." C'mon, that "old RUSH song" isn't that old.

Joe Kucharski, III
Haddon Hts., NJ 08035

Dear Subdivisioners:

Keith Giffen said: "If there are any out there who — surprisingly — follow my work..." Well, I don't quite do that, but I only recently chanced to discover his '89 *Legion of Super-Heroes* work (like them, I was "five years later" groan) and I found I really enjoyed his approach. (How do I describe it: "superheroes", but with limited powers and costuming, bitterness, frustration, sexuality, even "angst" all present but handled more *maturely* than normal; character growth, wit, genuine surprising story twists — I'm not sure if this is clear, but I'm talking about "atmosphere" here.) So when a friend gave me '*Insider*' #32 a few weeks ago, I read the Giffen interview and it sounded like ***Division 13*** just might appeal to me in a similar sort of way — and the old oh-so-tight comic budget was stretched a little more. (I can only afford 6 or 7 a month, you know.)

I haven't read any of the *CGW* titles, or Division 13's first appearance or know anything of "Vortex" — and deliberately did not re-read the *Insider* before I started to read ***Division 13*** #1 when I got it yesterday. (To my mind, most issues, especially an issue #1, should be able to stand as a satisfying read *without* any background knowledge. Sort of makes you wonder how I ever got into Losh, eh?)

My Reactions:

First reading: Yes, I liked it. I like the "atmosphere." Not too many superpowers as such. No costumes, just uniforms. (Hey! The'

woman is actually dressed!) Plenty of interesting bits that generate a feeling of potential-to-be-tapped. There's mystery. ("Could this (ship) be one of ours?" "I think not, sir" Ha-ha. Loved it.) There's promise of interesting conflict. There's nice humor. The main characters have some character already. (In one issue — well done!)

As a first issue, it held together well. While obviously based on events told elsewhere, it held its own. The bits I didn't understand felt like "mysteries to be explained soon" rather than "I need other book to understand this." Again, nicely written.

Despite this, would it not have made sense to summarize the *CGW* previous events and the relevance of the Vortex on one of the letters pages you had spared — probably as an inside cover prologue?

The artwork was — OK! Layouts were clear, well paced and easy to read, but the actual rendering/drawing was a bit lame. Coloring was good, looking foreword to issue 2. (You had stiff competition this month. DC's Zero Hour was a disastrous, hopeless, ridiculous story, but BEAUTIFUL artwork! Please Keith, don't do any story of this sort here. "Gee, Axe Grinder, could you stop that petty thief, please?" "Can't Flux, but I could stop time unraveling and remake the Universe, if you help me." "Oh-Okay." I hope the "Vortex" wasn't too much in this vein — or if it was, that it doesn't impinge here too much — or if it does, Keith, you're going to have to write VERY cleverly to keep me interested. End of personal tirade!!)

After re-reading the* Insider *interview:

New characters/situations every issue for a year? Aah, Keith, this is the real Kirby spirit. (Rather than drawing like him, or returning Galactus for the 93rd time.)

Second reading:

Liked it even better. (Loved the gentle approach of Lamb on page 5 — nothing soppy, gushy, or condescending, but a show of strong, constructive non-aggression.) Intrigue, mysteries, and believable people heading somewhere interesting.

Well that's how I feel after issue #1. Keith, you keep to your 12-month "Iron-clad promise" and I'll still be there.

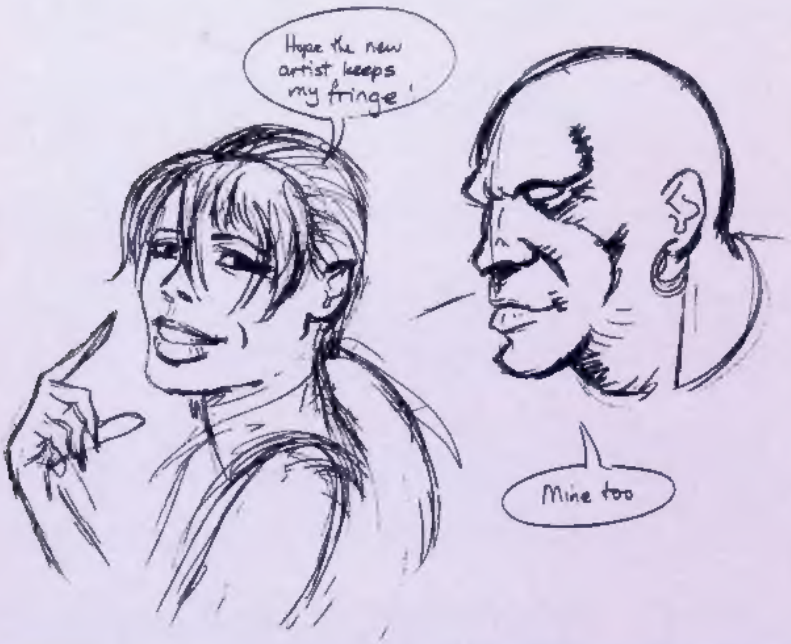
Thanks for listening,
Shane Foley
Australia

See what I mean? To all who wrote in: your questions will be answered, perhaps not as soon as you like, and perhaps not within these pages of* Division 13, *but I promise you, if Keith has his way, you're gonna be floored by what he's got in store.

Feeling the heat of the Nevada desert,

-M.

P.S. Last ish, I mistakenly misspoke in giving credit for the cover. Of course #1's cover was completely and beautifully rendered by the one and only Art Adams, but I made it sound as if it were done by Chris Alexander and Terry Austin. What I was talking about was this, issue #2's cover. Clarity is a wonderful thing and I'm sorry for skimping on it last time. Art, I owe ya.



NEXT ISSUE: So, what's the deal with that Axe, anyway? Find out next ish!

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